

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in this application.

Listing of Claims:

Claim 1 (Currently Amended): A system for providing video game specification data, comprising:

a display; and

a control circuit for causing said display to display an interactive form containing data entry fields for inputting game specification data that specifies characteristics of a video game developed for a particular game platform.

Claim 2 (Original): The system according to claim 1, wherein one or more of the data entry fields have data validation rules associated therewith.

Claim 3 (Original): The system according to claim 1, further comprising:

a procedure that is executable to generate a CRC from a ROM image of the video game.

Claim 4 (Original): The system according to claim 1, further comprising:

a procedure that is executable to split a ROM image of the video game.

Claim 5 (Original): The system according to claim 1, further comprising:

a procedure that is executable to merge a file with a ROM image of the video game.

Claim 6 (Original): The system according to claim 1, further comprising:

a procedure that is executable to adjust the size of a ROM image of the video game.

Claim 7 (Currently Amended): A method for providing video game specification data, comprising:

displaying on a display an interactive form containing data entry fields for inputting game specification data that specifies characteristics of a video game developed for a particular game platform; **and**

entering game specification data into the data entry fields; and

validating the data entered into the data entry fields.

Claim 8 (Original): The method according to claim 7, further comprising:
executing in response to a user input a procedure to generate a CRC from a ROM image of the video game.

Claim 9 (Original): The method according to claim 7, further comprising:
executing in response to a user input a procedure to split a ROM image of the video game.

Claim 10 (Original): The method according to claim 7, further comprising:
executing in response to a user input a procedure to merge a file with a ROM image of the video game.

Claim 11 (Original): The method according to claim 7, further comprising:
executing in response to a user input a procedure to adjust the size of a ROM image of the video game.

Claim 12 (Original): A game submission system, comprising:
communication circuitry for receiving video games and video game specification data submitted thereto over a communications network;
a memory for storing routing information; and
processing circuitry for routing data regarding submitted video games and video game specification data in accordance with the routing data.

Claim 13 (Original): The game submission system according to claim 12, wherein the communications network is the Internet.

Claim 14 (Original): The game submission system according to claim 12, wherein the memory further stores status data regarding the status of submitted of video games and video game specification data, the status information being accessible to remote computer terminals.

Claim 15 (Original): The game submission system according to claim 12, wherein the data regarding submitted video games and video game specification data comprises a notification of receipt of the submitted video game and video game specification data.

Claim 16 (Original): The game submission system according to claim 12, wherein the data regarding submitted video games and video game specification data comprises the submitted video games and/or the video game specification data.

Claim 17 (New): A server for a video game submission system that is remotely accessible by video game program developers, the server comprising:

a processing system; and

a game submission application executed by the processing system for generating one or more display screens usable by video game program developers that remotely access the video game submission system server to enter video game program specification data specifying characteristics for one or more video game programs and for generating one or more display screens providing status information regarding video game programs previously submitted to the video game submission system.

Claim 18 (New): A computer readable medium storing instructions executable by a processing system to control a video game submission system server to:

generate one or more interactive forms that are remotely accessible via a communication network, the interactive forms comprising data fields for inputting characteristics of a video game program;

receive via the communication network the video game program characteristics input to the interactive forms along with a corresponding video game program; and

automatically route the received video game program characteristics and video game program in accordance with a routing list to one or more video game reviewers.

Claim 19 (New): The computer readable medium according to claim 18, storing further instructions for controlling the video game submission system server to:

store the received video game program characteristics and video game program in a storage device.

Claim 20 (New): The computer readable medium according to claim 18, storing further instructions for controlling the video game submission system server to:

generate one or more remotely accessible display screens providing status information regarding a review of the video game program by the video game reviewers.

Claim 21 (New): The computer readable medium according to claim 18, wherein the communication network comprises the Internet.

Claim 22 (New): The computer readable medium according to claim 18, storing further instructions for controlling the video game submission system server to:

validate the video game program characteristics input to one or more of the data fields.

Claim 23 (New): The computer readable medium according to claim 22, storing further instructions for controlling the video game submission system server to:

generate indicia indicative of a failure to validate the video game program characteristics input to one or more of the data fields.